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 Johnny T. Chang , Jingyi Jin , Yizhou Yu

Proceedings of the 2002 ACM SIGGRAPH/Eurographics symposium on Computer animation July 2002


Hair exhibits strong anisotropic dynamic properties which demand distinct dynamic models for single strands and hair-hair interactions. While a single strand can be modeled as a multibody open chain expressed in generalized coordinates, modeling hair-hair interactions is a more difficult problem. A dynamic model for this purpose is proposed based on a sparse set of guide strands. Long range connections among the strands are modeled as breakable static links formulated as nonreversible positional ...
- 2** Session P3: volume visualization I: Interactive translucent volume 77%

 rendering and procedural modeling

Joe Kniss , Simon Premoze , Charles Hansen , David Ebert

Proceedings of the conference on Visualization '02 October 2002

Direct volume rendering is a commonly used technique in visualization applications. Many of these applications require sophisticated shading models to capture subtle lighting effects and characteristics of volumetric data and materials. Many common objects and natural phenomena exhibit visual quality that cannot be captured using simple lighting models or cannot be solved at interactive rates using more sophisticated methods. We present a simple yet effective interactive shading model which capt ...
- 3** Interactive multiresolution hair modeling and editing 77%

 Tae-Yong Kim , Ulrich Neumann

ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques July 2002

Volume 21 Issue 3

Human hair modeling is a difficult task. This paper presents a constructive hair modeling system with which users can sculpt a wide variety of hairstyles. Our

Multiresolution Hair Modeling (MHM) system is based on the observed tendency of adjacent hair strands to form clusters at multiple scales due to static attraction. In our system, initial hair designs are quickly created with a small set of hair clusters. Refinements at finer levels are achieved by subdividing these initial hair clusters. U ...

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☐ Check to search within this result set**Results Key:****JNL** = Journal or Magazine **CNF** = Conference **STD** = Standard**1 Visualizing 3D velocity fields near contour surfaces***Max, N.; Crawfis, R.; Grant, C.;*

Visualization, 1994., Visualization '94, Proceedings., IEEE Conference on , 17-18 Oct. 1994

Pages:248 - 255, CP28

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